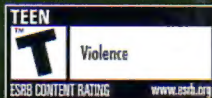


THIS TIME IT'S PERSONAL!
HE'S OUTNUMBERED, OUTGUNNED AND
OUT FOR VENGEANCE!



EmuMovies



GLOBAL STAR SOFTWARE, INC. 622 Broadway, New York, NY 10012

© 2004 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Army Men, Real Combat, Plastic Men, and their respective logos, Global Star Software, the Global Star Software logo, Take-Two Interactive Software, Inc. and the Take-Two Company logo are trademarks of Take-Two Interactive Software, Inc.

PRINTED IN USA

INSTRUCTION BOOKLET

ARMY MEN

R.T.S.

REAL TIME STRATEGY

GAME FEATURES:

- "Dynamic Melting Effects" - Soldiers take visible damage and retain damage throughout gameplay.
- Edgy, photo-realistic levels!
- Grittier, angrier Sarge with an all-out, no holds barred attitude.
- Enemy soldiers will seek cover, hunt, patrol, outflank, attack, and avoid Sarge.
- Multiplayer modes include Deathmatch and Team Advance.



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

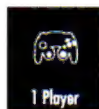
If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS
GAME PLAY WITH ONE
PLAYER AND CONTROLLER.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



© 2004 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Global Star Software and the Global Star Software logo are trademarks of Take-Two Interactive Software, Inc.



**THIS PRODUCT HAS BEEN RATED BY THE
ENTERTAINMENT SOFTWARE RATING BOARD.**

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



TABLE OF CONTENTS

STARTUP INFORMATION	4
GAME CONTROLS	5
QUICK START GAME CONTROLS	6
OPERATION BLINTZ	8
MAIN MENU	9
BASIC TRAINING	11
HEADS UP DISPLAY	11
BASIC STRATEGY	11
RESOURCES	14
UPGRADES	15
RALLY POINTS (FLAGS)	15
SARGE'S OUTFIT	16
RELATIVE DAMAGE/STRENGTH	18
COMPONENTS	19
BUILDINGS	19
SOLDIERS	21
STRUCTURE UPGRADES	23
VEHICLES	24
POWER-UPS	26
SAVING AND LOADING GAMES	26
SECRET CODES	27
PAUSING THE GAME	27
TECHNICAL SUPPORT	28
CREDITS	28
NOTES	29
END USER LICENSE AGREEMENT	30





STARTUP INFORMATION

- 1) Turn OFF the POWER Button on your Nintendo GameCube™ system.

WARNING: Never try to insert or remove a Nintendo GameCube™ Game Disc while the power is ON.

- 2) Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube™ system.
- 3) Insert the *Army Men®: RTS* Game Disc into the Optical Disc Drive.
- 4) Turn ON the POWER Button and proceed to the title screen. If you are unable to proceed to the title screen, go back to step 1 above.
- 5) At the title screen, press **START/PAUSE** to advance to the Main Menu screen.



GAME CONTROLS

NINTENDO GAMECUBE™ CONTROLLER



NOTE: Use the + Control Pad or the Control Stick to navigate through the menus.



QUICK START GAME CONTROLS

MOVE TARGET/SCROLL

To move the Target, use the **Control Stick**.

SELECT A UNIT

Move the Target over the unit and press the **X Button**.

SELECT MULTIPLE UNITS

Press the **X Button** until the selection ring contains the required units.

MOVE A SELECTED UNIT

Move the Target to where you want the selected units to move to and press the **A Button**.

ATTACK A UNIT

Move the Target to the target unit or building and press the **A Button**. If an object can be attacked, the Target will become an Attack Cursor.

TARGET LOCK-ON

Push the **C Stick** in the direction of an enemy to lock onto it with your Target.

ADD OR REMOVE UNITS IN AN EXISTING SELECTION

Press the **B Button**.

MOVE CAMERA TO THE LAST OR CURRENT POINT OF COMBAT

Press the **L Button**.



BUILD A UNIT OR BUILDING

Press and hold the **R Button**. Navigate with the **Control Stick** or the **+ Control Pad**, and make your selection with the **A Button**.

SELECT A PREVIOUSLY SELECTED GROUP

Move the Target near the group and press the **Y Button**.

CHANGE THE CAMERA VIEW

Press the **+ Control Pad** **▲ / ▼** to change the Camera View.

MELT BUILDINGS

Move the Target over the building you wish to recycle, press and hold **►** on the **+ Control Pad**, and press the **A Button**.

SELECT ALL ONSCREEN UNITS OF THE SAME TYPE

Press and hold the **X Button** over a unit for approximately one second.



OPERATION BLINTZ



I've seen plenty of action in my time. I've led troops into countless skirmishes, situations where we knew we could either make it back to fight another day or be reduced to puddles of plastic on the battlefield. But we've never had to deal with anything like this before. This mission is bad. Worst I've ever seen.

Not long ago, we had this region secure under the supervision of one of our own, Colonel Blintz. That changed when Blintz was injured in the line of duty. Medics did what they could, but he sustained a "massive, disfiguring head wound". Long story short, there's a chunk of plastic missing from the top of his head. "Disfiguring Head Wound"? He's lost his mind...*literally!*

That was the last we'd heard of him. That's when our reconnaissance got on the case and found...well, it ain't pretty. With the help of a bucket of paint, Blintz has gone Tan.

Our mission is to find Blintz and...terminate him. This will be the toughest mission I've ever had to lead. Blintz was famous for inspiring loyalty. His men would march across a grill if he ordered it. And there are a lot of them.

THIS WON'T BE EASY.

— Sarge



MAIN MENU



BOOT CAMP (TUTORIAL)

Boot Camp offers three lessons in real-time strategy basics:

1. Camera and Movement – Learn to set the camera position and how to command each Soldier.
2. Building a Base – This lesson is essential to knowing how to build and set up camp, upgrade each building, and create your army.
3. Combat – The final lesson of the tutorial teaches you how to engage the enemy.

CAMPAIGN

The Main Event. Fifteen action-packed missions on a thrilling campaign trail, each mission more dangerous than the last. Grit your teeth and march on the Tan Army with only your wits, a select team of heroes, and whatever you can scrounge from your environment to help you. And remember, if you can't come back victorious... don't come back.



CAMPAIGN (CONT.)

Each Campaign mission has two Medal Goals. You can find out what the goals are on the Pause Menu. If you don't complete either goal, you receive a Bronze Medal and unlock one Intelligence File. If you complete either goal, you'll receive a Silver Medal and unlock two Intelligence Files. If you complete both goals, you are awarded the Gold Medal, thereby unlocking two Intelligence Files and a mission from either Great Battles or Special Operations!

GREAT BATTLES

Reconstructing eight historic battles between the Green and Tan, these straightforward base-building missions can be unlocked by earning Gold Medals in the main Campaign. Each mission ranges in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned.

SPECIAL OPERATIONS

Special Operations are a series of eight individual missions that are unlocked as you earn Gold Medals in the Campaign. Each provides a unique twist on basic gameplay, and ranges in difficulty from one to five stars. A good performance on these missions will unlock additional Intelligence Files depending on the medal earned. Can you unlock and complete them all?

INTELLIGENCE FILES

Intelligence Files are a series of 96 objects from the game that you can listen to, examine and animate. They are unlocked as you play through each mission and earn medals.

OPTIONS

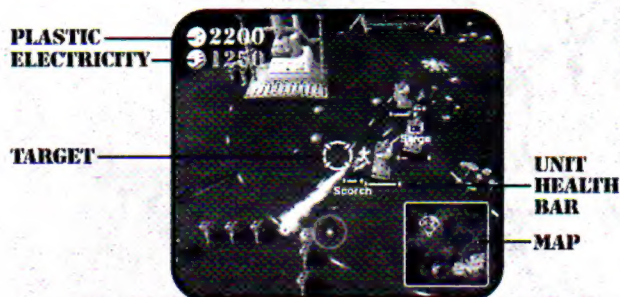
Adjust the Music Volume, Game Difficulty, Rumble Feature, view a preview of another game from The 3DO Company, or roll the Credits.



BASIC TRAINING

Listen up, Soldier...this is a war we've got on our hands! If you want to make it to the end of the day, you've got to know this platoon inside and out.

HEADS UP DISPLAY



BASIC STRATEGY

There are several steps you will need to follow in most missions.

- 1) Begin base-building missions by building a Headquarters (HQ). This allows you to build several Dump Trucks. In addition, the HQ is a prerequisite for all buildings except the Resource Depot, so you'll want to have one at all times. You can also build Bulldozers from the HQ should you lose one to the enemy or want more than one.
 - To build a structure, press and hold the **R Button**. The Construction Menu will appear as long as you hold the **R Button**.
 - While continuing to hold the **R Button**, use the **Control Stick**, or the **+ Control Pad**, to highlight the structure you would like to build. Press the **A Button** to select the structure, and release the **R Button**.
 - Move the Target over the place on the playfield you would like to build the selected structure. The image of the structure to be built appears over the Target. (If the building is red, it cannot be placed in the selected location.)



- Use the **+ Control Pad** to rotate the structure to the desired position, and then press the **A Button** to build it.
- 2) Use a Bulldozer to build a Resource Depot reasonably close to a resource, and then send your Dump Truck(s) to the resource to collect it.
- Follow the instructions listed in Step 1 to build a Resource Depot.
- 3) When your HQ is built, you're ready for recruits! Use a Bulldozer to build a Barracks and create a basic squad comprised of Grunts, Grenadiers and a few Mine Sweepers. With your squad ready for action, send them out to explore the area immediately around your base.
- Follow the instructions listed in Step 1 to build the Barracks.
 - To create Soldiers, press the **R Button**. The Construction Menu will appear as long as you hold the **R Button**. Move the **Control Stick**, or the **+ Control Pad**, to find the Barracks Menu.
 - To highlight the Soldiers you would like to create, use the **Control Stick**, or the **+ Control Pad**. Press the **A Button** to make your selection. Every Soldier selected is added to the queue. The total number of Soldiers you have selected to be created appears over the icon. If you change your mind, simply press the **X Button** to remove a Soldier from the queue. Please remember that only one Soldier is molded at a time, so a queue of Soldiers takes time to create.
 - Set a Rally Point (Flag) for the Soldiers.
(See "Rally Points (Flags)", p.15.)
 - Select the group of Soldiers you want to explore the area with by pressing the **X Button** until the Selection Circle encompasses the group, or select single Soldiers by moving the Target over each Soldier and pressing the **B Button**.
 - Move the Target to the point of the playfield you would like them to explore and press the **A Button**.

NOTE: When a Soldier type is highlighted in the Construction Menu, his relative strength versus Infantry, Armor and Air enemies is displayed on the right side of the screen. This info is useful when you are deciding what Soldiers you will need to fight against the enemies you currently face.



- 4) Once you've sent your squads out to explore the area, you'll have a general idea of where the Tan attack from and the basic layout of the land. With these things in mind, you can build a Barbed Wire Fence at choke points to slow down the Tan on their way to more vital parts of your base. (Be warned, however, that doing so will slow down your own units should they need to navigate through such an area.) It's also a good idea to put a few Guard Towers between pieces of fence. The Tower functions as a lookout and has the firepower of several Grunts.
- 5) When you have the resource reserves built up, upgrade your HQ to a Super HQ and build a Garage. Use the Garage to build Medics who can heal your troops, your buildings and each other. You can also create Half-Tracks, Minelayers and Tanks.
- See the "Upgrades" section of this chapter.
 - From the Garage Menu, follow the same instructions used to create Soldiers in Step 3, to create vehicles.

...in more advanced missions.

- 6) When you have the resources, upgrade your Barracks to a Super Barracks. You can use this new structure to pump out a more specialized platoon: Bazooka Men, Machine Gunners, Snipers and Mortar Men.
- 7) Finally, when you have the resources available, upgrade the Garage to the Super Garage and make DumDums and Choppers for assaults on the Tan base!
- 8) Further upgrades will allow you to take on the enemy even more effectively.



RESOURCES

Resources are the vital components that allow you to create items and build up your army. In order to survive, you need to keep building, and in order to keep building you need to keep collecting resources – Plastic and Electricity. While you may not have an immediate need for resources, it's always a good idea to keep collecting and storing so you have them when you need them. Be sure to keep an eye on each resource as it's being collected, as each will eventually become depleted.



COLLECTING

Use Dump Trucks to collect all Plastic and Electricity. Water guns, dog bowls, batteries, and walkie-talkies are just a few of the items you may find. When you locate a resource, build your Resource Depot nearby. Your trucks will collect resources faster if they only have to move a few feet to deliver the goods. Be sure to check your resources from time to time to see if they're being depleted. The amount of collected Plastic and Electricity appears in the upper-left of the game screen. If a resource runs dry, move the Dump Trucks to the next available resource and continue the hunt. It is also helpful while one Dump Truck works on collecting resources, to have another one looking to collect melted plastic Soldiers, vehicles, etc. Dump Trucks collect resources automatically, and do not need to be directed. However, you can override the automatic function by manually assigning them to a resource:

- To manually send a Dump Truck to collect a resource, select the Dump Truck, move the Target over the resource, and press the **A Button**.

MELTING STUFF

If a structure becomes unnecessary, melt it down and you'll get half of your resources back.

- To melt a structure down, simply move the Target over the building you wish to recycle, press and hold **►** on the **+ Control Pad**, and press the **A Button**.

MAP

The map is your most useful tool for keeping apprised of everything at once. When you get a red warning that your units are under attack, press the **L Button** to move the camera instantly to the action!

UPGRADES

Whenever you have collected enough Plastic and have reasonable defenses in place, you can begin upgrading your buildings. You'll want to have the most specialized equipment before the Tan do! The buildings that can be upgraded are: the HQ's, the Barracks and the Garage. You can upgrade each one on its Construction Menu.

RALLY POINTS (FLAGS)

As you build troops and vehicles, you can set up Rally Points to immediately direct your units to any specified location the moment they pop out of the mold. This automates your troops, allowing you to concentrate on the mission at hand.

- Press and hold the **R Button** to bring up the Construction Menu, then select the Barracks or Garage Menu.
- Press the **B Button** to select the Rally Point.
- Release the **R Button**, push the **Control Stick** to move the Rally Point to the place you want to drop it, and press the **A Button** to place it there.
- From this point on, all vehicles or Soldiers will go to the selected Rally Point. Change the Rally Point as often as you want.





SARGE'S OUTFIT

As you advance through the missions, you may recognize these faces: Sarge, Hoover, Scorch, and many other members of Bravo Company. Some or all of these fighters are the first to appear in each mission. Assign them to the defense of your base until you get the Barracks up and running, then lead them into battle! They are leaner, meaner and tougher than any Soldiers you can create and have more hit points, so send them out with your squads and into battle. Use them wisely!



SERGEANT HAWK

Sergeant Hawk, a.k.a. "Sarge", is the Bravo Company Commandos' unquestioned leader. Whether the battle is in a town, on a bridge or in a backyard, Sarge is itching for the chance to send the Tan Army back to the plastic goo from which they were molded! Sarge has plenty of motivation to fight the Tan menace - he must save his friends in Bravo Company to keep the Green Nation safe and to protect the woman of his dreams, Vikki.



VIKKI

Vikki is Colonel Grimm's feisty and lovely daughter. She has a spirit for adventure and has chosen the occasionally dangerous occupation of reporter. She's able to take care of herself and is practically one of the Bravo Company Commandos - only her beauty singles her out from the rest of the war dogs! Sarge is the guy for her.



RIFF

Riff is itching to play some tunes on the Tan Army in the key of "B", for Bazooka! Riff is the heavy hitter of Bravo Company and the Commando the Green Army needs when serious thumping on the Tan Army is required.



HOOVER

Private Hoover has got the most stressful job in Bravo Company and it shows, judging by his easily startled nature. Still, he is a heroic soldier who is called upon whenever a minefield needs sweeping.



SHRAP

Shrap is a Mortar Man extraordinaire. Although he would rather be catching a wave than riding the sound wave of a large mortar explosion, Shrap is happy as long as he's dropping some heinous mortar shells on the Tan Army.



THICK

Thick is about as sharp as a marble. What the big lug lacks in brains, he makes up for with brawn and enough cover fire with his M-60 machine gun to knit a lead blanket. Sarge has a soft spot for Thick and the enthusiasm he brings to the Bravo Company Commandos.



SCORCH

Scorch likes fire just a little too much, considering that he's made of plastic. There's nothing Scorch loves to hear more than the sound of Tan Soldiers bubbling after he has laid on some serious heat with his flamethrower.



BULLSEYE

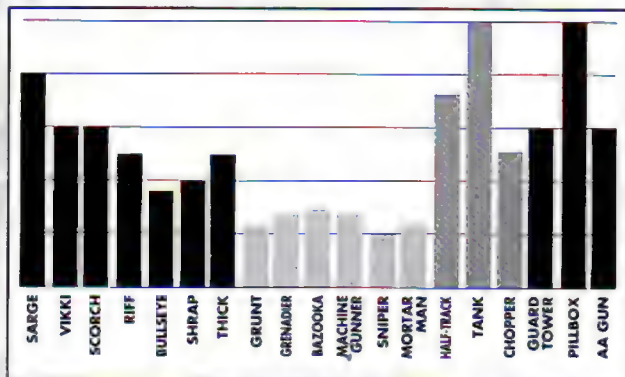
Bullseye, the newest Commando in the company, has a keen eye. His sharp shooting can drop a Tan Soldier in his tracks even before the others know danger is coming. He keeps his cool in any situation - the "ice man" of the Bravo Company Commandos.



RELATIVE DAMAGE/STRENGTH

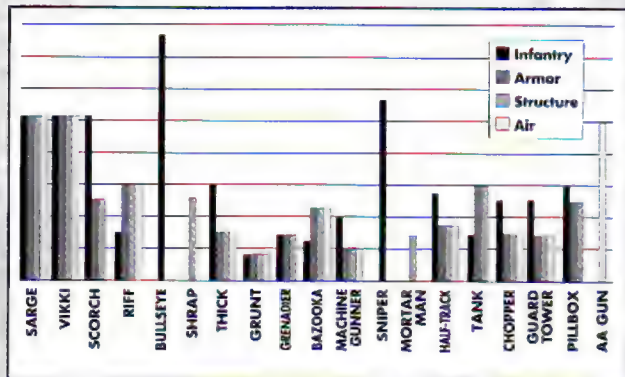
RELATIVE DAMAGE

The chart below shows how much damage each component can take.



RELATIVE STRENGTH

The chart below shows how much damage each component in the game causes the other components.



COMPONENTS

Everything revolves around Plastic and Electricity – the more resources, the bigger the army you can create. The mission itself determines the amount of Plastic you begin with.

BUILDINGS

HEADQUARTERS (HQ)

PLASTIC REQUIRED: 400

This is the most basic component in your base. The HQ allows you to build Bulldozers and Dump Trucks that are necessary for building every other unit in the army. This should be the focal point of your base.



RESOURCE DEPOT

PLASTIC REQUIRED: 500

The Resource Depot is the structure in which you process all of the Plastic and Electricity the Dump Trucks collect. Guard the Resource Depot well!



BARRACKS

PLASTIC REQUIRED: 300

The Barracks creates the bread and butter of the Green Army: your infantry. The Barracks is your first line of attack...and defense. Units built from the Barracks do not require electricity, which can be scarce at times.





BUILDINGS CONT.



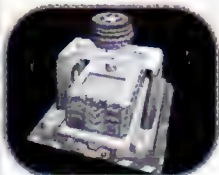
BARBED WIRE POST PLASTIC REQUIRED: 50

Use Barbed Wire to hold back the enemy and keep them out of your base. It is cheap and fast to build.



GUARD TOWER PLASTIC REQUIRED: 200

Guard Towers are very effective for providing defense around the perimeter of the base and at the main entrance, as well as against Tan air attacks. Guard Towers can link to Barbed Wire Posts.



GARAGE PLASTIC REQUIRED: 400

The Garage gives you the ability to build heavy assault vehicles and one of your most important assets, the Medic jeep.



PILLBOX PLASTIC REQUIRED: 300

This is a small building which allows the Soldiers inside to be protected, yet have the ability to shoot 360° from a single position. They are vulnerable from the air.



ANTI AIRCRAFT GUN PLASTIC REQUIRED: 150

This stationary gun mount for defense against enemy Choppers is a must for every army base.



SOLDIERS



GRUNT PLASTIC REQUIRED: 50

You can never have enough Grunts in your platoon. They operate by targeting one thing and firing at it continuously with rifles. They are not only the cheapest units you can create, but are also effective against the entire Tan Army.



GRENADIER PLASTIC REQUIRED: 75

Grenadiers are the other staple to every squad. These highly effective fighters throw grenades for an area-effect attack and are cheap to produce, so don't be afraid to populate the platoon with them. However, they cannot attack air vehicles.



MINE SWEEPER PLASTIC REQUIRED: 50

While Mine Sweepers are not fighters, they are very useful for detecting Tan mines.



MACHINE GUNNER PLASTIC REQUIRED: 100

Machine Gunners have the ability to fire long-range guns. Also, their guns shoot much more rapidly than Grunts fire.



SOLDIERS CONT.



BAZOOKA MAN

PLASTIC REQUIRED: 125

These plastic Soldiers use their bazookas for long-range attacks, and are very effective against Half-Tracks, Tanks, Choppers, and buildings.



SNIPER

PLASTIC REQUIRED: 250

While a Sniper's rate of fire is fairly slow, his gun has the longest range of any Soldier's. However, they are only effective against personnel.



MORTAR MAN

PLASTIC REQUIRED: 150

Mortar Men attack structures only, so send them out directly to each Tan base for some serious long-range wreckage. Remember, if they can see it, they can destroy it.



RADIO OPERATOR

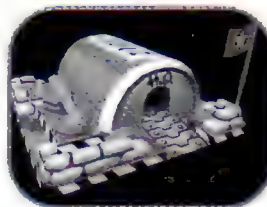
PLASTIC REQUIRED: 400

Bring in a Radio Operator for some incredible attacks! Use Radio Operators to call in:

- Paratroopers
- A Giant Magnifying Glass for massive Tan melting
- Bombing Run



STRUCTURE UPGRADES



SUPER HQ

PLASTIC REQUIRED: 400

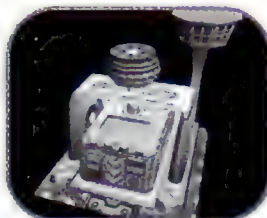
Upgrade the Headquarters to a Super HQ to increase your build options.



SUPER BARRACKS

PLASTIC REQUIRED: 400

Upgrade your Barracks to get the Super Barracks. This new structure gives you the ability to produce the best of the best fighters: Bazooka Men, Machine Gunners, Snipers and Mortar Men. These Soldiers have increased range and more powerful guns than the basic Grunts.



SUPER GARAGE

PLASTIC REQUIRED: 400

When the Plastic is available, upgrade your Garage to a Super Garage. This will give you access to the next level of equipment, including Choppers!



SUPER DUPER HQ

PLASTIC REQUIRED: 600

This will let you build a Radio Operator. Radio Operators will let you build Paratroopers, a Magnifying Glass and Bombing Runs.



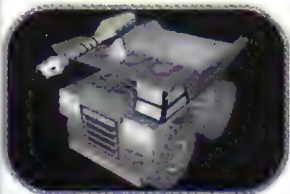
VEHICLES



BULLDOZER

PLASTIC REQUIRED: 200

Bulldozers are essential to building all camp structures: Barracks, Guard Towers, HQ's, Resource Depots, Barbed Wire Fences, Anti aircraft Guns, Garages and Pillboxes. Keep them safe from the enemy as they are key to getting your base up and running, and keeping it active.



DUMP TRUCK

PLASTIC REQUIRED: 150

Dump Trucks are the key to collecting resources. They gather the Plastic and Electricity needed to build your army.



MINELAYER

PLASTIC REQUIRED: 100

ELECTRICITY REQUIRED: 100

The Minelayer is useful in situations where your army is on the move and you need to protect your flank and lay mines.



MEDIC

PLASTIC REQUIRED: 100

ELECTRICITY REQUIRED: 150

A Medic jeep allows you to heal all of your wounded Soldiers, any damaged structures and even other damaged Medics.



HALF-TRACK

PLASTIC REQUIRED: 100

ELECTRICITY REQUIRED: 150

The Half-Track is a good all-around assault vehicle, and its ability to hit air targets, as well as ground troops, makes it a useful addition to any squad.



TANK

PLASTIC REQUIRED: 200

ELECTRICITY REQUIRED: 250

Tanks are well-known as powerhouses in any assault. Just watch out for Choppers. Tanks can't do anything but run away from them.



CHOPPER

PLASTIC REQUIRED: 150

ELECTRICITY REQUIRED: 250

Choppers are great for quick aerial assaults on enemy positions.



DUMDUM

PLASTIC REQUIRED: 50

ELECTRICITY REQUIRED: 150

Send these small robots out to the enemy lines where they can deliver the explosives strapped to their backs up-close and personal.



POWER-UPS



WEAPON BOOST

This power-up increases the firepower of all your units.



SPEED BOOST

This power-up increases the rate of movement of your troops.



HEALTH BOOST

This power-up gives full health to all of your units on the map.

SAVING AND LOADING GAMES

If a Nintendo GameCube™ Memory Card with sufficient space is available in Memory Card Slot A, the game will use it to automatically save your progress. It keeps track of your preferences, which missions you have completed successfully and the medals and bonuses you have earned. Since this is done automatically only upon completion of any mission, the Nintendo GameCube™ Memory Card should not be changed after boot-up.



SECRET CODES

Secret codes are gained by destroying certain targets in some of the Campaign missions. They are awarded on the Victory screen.

To enter a secret code, press and hold ▼ on the + **Control Pad** while playing a mission, and enter the sequence of buttons corresponding to the code given. Then release the + **Control Pad**. You should hear a confirmation sound if the code is valid.

PAUSING THE GAME

At any point in the game, simply press **START/PAUSE** to pause the game and bring up the Pause Menu. The Pause Menu offers the following options:

OBJECTIVES

Open this option to review your current mission's objective.

MEDAL GOALS

This displays the medal goals and mission stats for the current mission.

OPTIONS

Adjust your Music Volume, Camera Speed, or Rumble Feature.

RESTART MISSION

If you've lost too many Green forces or just want to try a new strategy, select "Restart Mission" to begin again.

ABORT MISSION

Quit the current mission.



TECHNICAL SUPPORT

If you need more help you can contact technical support via email or phone.

For US Support

Phone: 1-866-219-9839

Email: usa@take2support.com

For Canadian Support

Phone: 1-800-638-0127

Email: canada@take2support.com

CREDITS

COYOTE DEVELOPMENT

Code
Paul Sinnett
Gwaredd Mountain
Andy Spanswick

Art
James Vale

Project Management
Andy Squirrell

Management
Matthew Nagy
David Shea
Emma Denson

GLOBAL STAR SOFTWARE, INC.

Jamie King
David Nottingham
Christoph Hartmann
Susan Lewis
Jenefer Gross
Gary J. Foreman
Sandeep Bisla
Jennifer Kolbe
Jeff Rosa
Peggy Yu
Jeff Castaneda
Hosi Simon
Daniel Einzig
Larry Conti
Adam Tedman
Richard Kruger



NOTES

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slightly textured appearance and some minor discoloration or shadows, suggesting it might be part of a bound notebook or a scanned document.



LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT

YOUR USE OF THIS SOFTWARE IS SUBJECT TO THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL (S), PACKAGING AND OTHER WRITTEN, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS LICENSE WITH GLOBALSTAR SOFTWARE, INC. ("LICENSOR").

LICENSE. Subject to this Agreement and its terms and conditions, LICENSOR hereby grants you the non-exclusive, non-transferable, limited right and license to use one copy of the Software for your personal use on a single home or portable computer. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by LICENSOR and, as applicable, its licensors.

OWNERSHIP. LICENSOR retains all right, title and interest to this Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by United States copyright law and applicable copyright laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from LICENSOR. Any persons copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties. Be advised that Copyright violations are subject to penalties of up to \$100,000 per violation. The Software contains certain licensed materials and LICENSOR's licensors may protect their rights in the event of any violation of this Agreement.

LICENSE CONDITIONS

You agree not to:

Commercially exploit the Software;

Distribute, lease, license, sell, rent or otherwise transfer or assign this Software, or any copies of this Software, without the express prior written consent of LICENSOR;

Make copies of the Software or any part thereof, except for back up or archival purposes;

Except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or permit others to do same) on a network, for on-line use, or on more than one computer, computer terminal, or workstation at the same time;

Copy the Software onto a hard drive or other storage device and must run the Software from the included CD-ROM (although the Software may automatically copy a portion of itself onto your hard drive during installation in order to run more efficiently);

use or copy the Software at a computer gaming center or any other location-based site; provided, that LICENSOR may offer you a separate site license agreement to make the Software available for commercial use;

Reverse engineer, decompile, disassemble or otherwise modify the Software, in whole or in part; Remove or modify any proprietary notices or labels contained on or within the Software; and transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.



THE SOFTWARE UTILITIES

The Software may contain a level editor or other similar type tools, assets and other materials (the "Software Utilities") that permit you to construct or customize new game levels and other related game materials for personal use in connection with the Software ("Customized Game Materials"). In the event the Software contains such Software Utilities, the use of the Software Utilities is subject to the following additional terms, conditions and restrictions:

All Customized Game Materials created by you are exclusively owned by LICENSOR and/or its licensors (as the case may be) and you hereby transfer, assign and convey to LICENSOR all right, title and interest in and to the Customized Game Materials and LICENSOR and its permitted licensors may use any Customized Game Materials made publicly available to you for any purpose whatsoever, including but not limited to for purposes of advertising and promoting the Software;

You will not use or permit third parties to use the Software Utilities and the Customized Game Materials created by you for any commercial purposes, including but not limited to distributing, leasing, licensing, renting, selling, or otherwise exploiting, transferring or assigning the ownership of such Customized Game Materials;

Customized Game Materials must be distributed solely for free; provided, that you may contact LICENSOR for a license to commercially exploit the Customized Game Materials which LICENSOR may grant or deny in its sole discretion;

Customized Game Materials shall not contain modifications to any other executable files; Customized Game Materials must be used alone and can be created if the Customized Game Materials will be used exclusively in combination with the commercially released retail version of the Software.

Customized Game Materials cannot contain libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contain any trademarks, copyright-protected work or other property of third parties (without a valid license); and

All Customized Game Materials must contain the proper credits to the authors of the Customized Game Materials and must indicate that LICENSOR is not the author of the Customized Game Materials with additional language that "THIS MATERIAL IS NOT MADE, GUARANTEED OR SUPPORTED BY THE PUBLISHER OF THE SOFTWARE OR ITS AFFILIATES."

LIMITED WARRANTY: LICENSOR warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. If for any reason you find a defect in the storage medium during the warranty period, LICENSOR agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by LICENSOR. If the Software is no longer available, LICENSOR retains the right to substitute a similar program of equal or greater value. This warranty is limited to the storage medium containing the Software as originally provided by LICENSOR and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect.

Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.





Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on LICENSOR.

When returning the Software subject to the limited warranty above, please send the original Software only to the LICENSOR address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. LICENSOR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR USE OF THE SOFTWARE. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: This Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of the Software and all of its component parts. You can also end this Agreement by destroying the Software and all copies and reproductions of the Software and deleting and permanently purging the Software from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/ Manufacturer is the LICENSOR at the location listed below.

EQUITABLE REMEDIES. You hereby agree that if the terms of this Agreement are not specifically enforced, LICENSOR will be irreparably damaged, and therefore you agree that LICENSOR shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold LICENSOR, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement



is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under New York law as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in New York, New York.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING:

GLOBAL STAR SOFTWARE, INC.
622 Broadway
New York, NY 10012

Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. © 2001 Nintendo. © 2004 Take-Two Interactive Software, Inc. Global Star Software, Inc. is a wholly owned subsidiary of Take-Two Interactive Software, Inc. Army Men, Real Combat, Plastic Men., and their respective logos, Global Star Software, the Global Star Software logo, Take-Two Interactive Software, Inc. and the Take-Two Company logo are trademarks of Take-Two Interactive Software, Inc. All other trademarks are the property of their respective owners. All Rights Reserved.